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Bibliography

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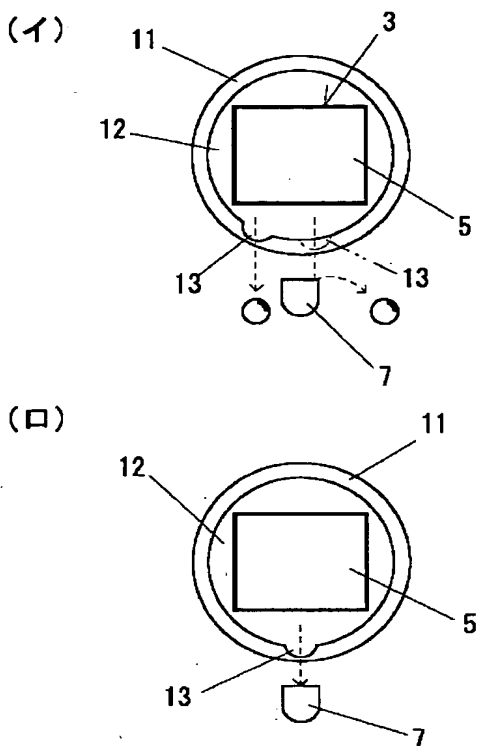
Summary

(57) [Abstract]

[Technical problem] The pachinko game machine to which the sphere inflow ratio to a pattern starting field is changed according to a game state and which enabled it to view the movement of the game sphere in guidance passage (warp root) while obtaining is offered.

[Means for Solution] the front part of the pin center,large case 4 — the pattern display 3 — surrounding — making — the annular cover in which a front-face side to a sphere inflow is [making the interior into the idling field 12] possible — a member 11 — a rotation drive — possible — arranging — this cover — a member 11 — the rotation the sphere guidance section 13 which can counter right above is formed in the pattern starting field 7, and the position where this sphere guidance section 13 counters the pattern starting field 7 right above is included — ***** — making — cover — it was made to carry out rotation control of the member 11

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CLAIMS

[Claim(s)]

[Claim 1] The pin center, large case where the pattern display equipped with the pattern display which indicates the pattern by change is attached The pattern starting field which it is arranged [field] directly under this pin center, large case, and fluctuates the pattern of the aforementioned pattern display according to the inflow of a game sphere It is the pachinko game machine equipped with the above, as pattern display is surrounded, the interior is made into an idling field and it

arranges from a front-face side possible [a rotation drive of the annular covered member in which a sphere inflow is possible], and it is characterized by forming in the aforementioned pattern starting field the sphere guidance section which can counter right above by the rotation at this covered member.

[Claim 2] The pachinko game machine indicated to the claim 1 which as includes the position where the sphere guidance section counters a pattern starting field right above, and, on the other hand, carries out the rotation drive of the covered member at **, or is characterized by having the drive control means which possess the operation mode which carries out a both-way rotation drive to a right opposite direction.

[Claim 3] The pachinko game machine indicated to the claim 1 or claim 2 characterized by having the drive control means characterized by providing the following The first operation mode which as includes the position where the sphere guidance section counters a pattern starting field right above, and, on the other hand, carries out the rotation drive of the covered member at **, or carries out a both-way rotation drive at a right opposite direction The second operation mode which makes the position where the sphere guidance section counters a pattern starting field right above stop a covered member

[Claim 4] The pin center, large case where the pattern display equipped with the pattern display which indicates the pattern by change is attached The pattern starting field which it is arranged [field] directly under this pin center, large case, and fluctuates the pattern of the aforementioned pattern display according to the inflow of a game sphere It is the pachinko game machine equipped with the above, and as pattern display is surrounded, the interior is made into an idling field and it is characterized by arranging the annular covered member in which a sphere inflow is possible possible [a rotation drive] from a front-face side.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to the pachinko game machine enables viewing of the movement of the game sphere in guidance passage (warp root), and the interest nature of a game was made to improve while making it make it the sphere inflow ratio to the pattern starting field which fluctuates the pattern of a pattern display according to the inflow of a game sphere change.

[0002]

[Description of the Prior Art] If a game sphere flows into a pattern starting field, the pattern display equipped with the pattern display which indicates two or more patterns by change will drive. After fluctuating each pattern of a pattern display, make it stop one by one, give a definite indication, and when the combination of the definite pattern is a predetermined hit pattern mode The pachinko game machine it was made to produce the operation which brings a game person gain is known as the 1st sort pachinko game machine or a 3rd sort pachinko game machine.

[0003] If it is in this kind of pachinko game machine, although the pin center, large case which attaches pattern display is arranged in the center of abbreviation of the game face of a board, generally forming the guidance passage called the warp root which this pin center, large case is made to pass the game sphere which flows down the game face of a board, and is advantageously led to it to a pattern starting field [directly under] is performed.

[0004] As for the conventional guidance passage, opening of the sphere entrance is carried out to the upper part or the right-and-left both-sides section of a pin center, large case. By making it flow down the inside of the sphere path formed along with the outline common-law marriage of a pin center, large case in the game sphere which flowed from this sphere entrance, and emitting from the sphere outlet by which opening is carried out to the lower part of a pin center, large case There is much what was constituted so that it might be made to fall near the upper part of the pattern starting field currently arranged directly under the pin center, large case. Furthermore, there are some which were constituted so that the fall direction of a game sphere might be made unfixed by preparing the attachment component which holds temporarily the game sphere emitted from the aforementioned sphere outlet, and always carrying out the rocking drive of this attachment component.

[0005]

[Problem(s) to be Solved by the Invention] Many [by the way,, / if the probability-changing (probability change) operation which raises the next great success probability of occurrence, and the reduction-of-working-hours operation which shortens the change time of a pattern till next great success are performed and it is in the 3rd sort pachinko game machine after the end of the special game operation by the great success, when it is becoming it a great success in the combination of a specific pattern, if it is in the 1st sort pachinko game machine / thing / had the

content of game control performed in the aforementioned probability-changing operation Although it is desirable to make the number of game spheres which passes through guidance passage and flows into a pattern starting field in addition gain game states, such as such probability changing and reduction of working hours, increase, and to make pattern change perform continuously If it was in the guidance passage of composition conventionally, since the game sphere which passed through this guidance passage flowed into a pattern starting field at an almost fixed rate, there was a trouble of the ability not to make the number of game spheres which flows into a pattern starting field at the time of execution of addition gain game states, such as probability changing and reduction of working hours, increase.

[0006] Moreover, if it is in the guidance passage of composition conventionally, since the sphere path currently formed along with the outline common-law marriage of a pin center, large case has the shape of an opaque tunnel, the game sphere which flows down the inside of this sphere path cannot be viewed. For this reason, many game people had the trouble that an interest was hardly shown in the guidance passage itself only paying attention to the game sphere emitted from the sphere outlet of guidance passage.

[0007] this invention aims at offering the pachinko game machine enables viewing of the movement of the game sphere in guidance passage, and the interest nature of a game was made to improve while it cancels this conventional trouble and may make it make it the sphere inflow ratio to a pattern starting field change according to a game state.

[0008]

[Means for Solving the Problem] The pin center, large case where the pattern display equipped with the pattern display to which this invention indicates the pattern by change is attached, In the pachinko game machine which comes to have the pattern starting field which it is arranged [field] directly under this pin center, large case, and fluctuates the pattern of the aforementioned pattern display according to the inflow of a game sphere As pattern display is surrounded, make the interior into an idling field and the annular covered member in which a sphere inflow is possible is arranged possible [a rotation drive] from a front-face side. It is the pachinko game machine characterized by forming in this covered member the sphere guidance section which can counter the aforementioned pattern starting field right above by the rotation.

[0009] As it is in this composition and the position where the sphere guidance section counters a pattern starting field right above is included, and the composition which it had in the drive control means possessing the operation mode which, on the other hand, carries out the rotation drive of the covered member at **, or carries out a both-way rotation drive at a right opposite direction may be proposed.

[0010] As mentioned above, the state where the sphere guidance section counters a pattern starting field right above, and a sphere inflow to this pattern starting field becomes easy, and the state where the sphere guidance section shifts from right

above [of a pattern starting field], and a sphere inflow to this pattern starting field becomes difficult can be produced by turns by carrying out rotation control of the covered member. moreover, a game sphere — cover, although it is caudad emitted through a guidance operation of the sphere guidance section after flowing from the front-face side of a member and rolling an internal idling field irregularly Since the movement of the game sphere can be viewed from the front-face side of a pachinko game machine while a game person can make operation which was rich in change of the game sphere perform in the front face of the pattern display which concentrates most and is viewed, the interest nature of a game improves.

[0011] Moreover, as the position where the sphere guidance section counters a pattern starting field right above is included in the above-mentioned drive control means, and the composition which makes the first [carry out / a both-way rotation drive / on the other hand, carry out a rotation drive to ** in a covered member, or / to a right opposite direction] operation mode and the second operation mode the sphere guidance section makes a pattern starting field stop a covered member in the position counter right above provide may be proposed.

[0012] It is in this composition and the sphere inflow ratio to a pattern starting field can be made high by making a covered member into the second operation mode which the position where the sphere guidance section counters a pattern starting field right above is made to stop at the time of execution of addition gain game states, such as probability changing and reduction of working hours. Moreover, it sets in the usual game state other than addition gain game states, such as probability changing and reduction of working hours. The state where the sphere guidance section counters a pattern starting field right above, and a sphere inflow to this pattern starting field becomes easy, By considering as the first operation mode which produces by turns the state where the sphere guidance section shifts from right above [of a pattern starting field], and a sphere inflow to this pattern starting field becomes difficult, the sphere inflow ratio to a pattern starting field can be made low. Thereby, according to a game state, the sphere inflow ratio to a pattern starting field may be changed.

[0013] Moreover, the pin center, large case where the pattern display equipped with the pattern display to which this invention indicates the pattern by change is attached, In the pachinko game machine which comes to have the pattern starting field which it is arranged [field] directly under this pin center, large case, and fluctuates the pattern of the aforementioned pattern display according to the inflow of a game sphere. It is the pachinko game machine which makes the interior an idling field and is characterized by arranging the annular covered member in which a sphere inflow is possible possible [a rotation drive] from a front-face side as surrounds pattern display.

[0014] rotating a covered member to ** on the other hand, or carrying out a both-way rotation drive to a right opposite direction, if it is in this composition — this cover — the cover which the game sphere which flowed from the front-face side of

a member rotates — since it is caused emitted after rolling the lower inner skin top of a member in different operation from natural rolling, this game sphere can be made to produce interesting operation which was rich in change

[0015]

[Embodiments of the Invention] One example of this invention is explained based on a drawing. The pin center, large case 4 where drawing 1 is the front view of the game face of a board 2 of the pachinko game machine 1 constituted as a 1st sort pachinko game machine, and the pattern display 3 was attached in the center of abbreviation of this game face of a board 2 is arranged. Here, the pattern display 3 can be equipped with the pattern display 5 which consists of a liquid crystal display, a CRT display machine, a dot-matrix drop, etc., and can indicate now by change the three patterns A, B, and C which become this pattern display 5 from a number, a pictorial map, etc., respectively. Moreover, the pattern starting storage numeral equipment 6 which consists of four pilot lamps is formed in the upper part of the pattern display 3.

[0016] The pattern starting field 7 is arranged in the directly under position of the pin center, large case 4. This pattern starting field 7 is the pattern starting switch S1, when internal sphere passage is equipped with the pattern starting switch S1 (refer to drawing 4) and a game sphere flows into the pattern starting field 7. The pattern displayed on the pattern display 5 of the aforementioned pattern display 3 with the sphere detection to depend is changed. Moreover, when a game sphere flows into this pattern starting field 7 continuously, it is the pattern starting switch S1. While the sphere detection signal of a shell is memorized by the starting storage of the storage RAM shown by drawing 4 constituted by the field in part, the pilot lamp of the aforementioned pattern starting storage numeral equipment 6 lights up one by one, and the number of storage is displayed. The pilot lamp of this display 6 is switched off one by one, whenever the pattern display 3 carries out a change start based on the number of storage of the aforementioned starting storage.

[0017] Down the aforementioned pattern starting field 7, change winning-a-prize equipment 9 equipped with the large winning-a-prize mouth 8 is arranged. The lid 10 of the shape of an oblong rectangle opened and closed to a cross direction by using a soffit as the rotation supporting point is formed in the large winning-a-prize mouth 8, and the large winning-a-prize mouth 8 is changed for any of an open state and a synthesis state being through opening-and-closing control of this lid 10. Moreover, inside the large winning-a-prize mouth 8, the accessory continuation operation switch S3 (refer to drawing 4) detected in sphere passage of the specific winning-a-prize field in 10 count switch S2 (refer to drawing 4) for carrying out counting of the number of winning-a-prize spheres which is mentioned later, and which flowed from the large winning-a-prize mouth 8 during the game operation specially as great success, and the large winning-a-prize mouth 8 by which partition formation was carried out to the field is formed in part. Here, it is the accessory continuation operation switch S3. It has the function as a count switch for carrying out counting

of the number of game spheres which passed through the specific winning-a-prize field during great success, sphere passage of a specific winning-a-prize field is detected, and the opening-and-closing round which makes the number of times of predetermined an upper limit is made to continue. Moreover, accessory continuation operation switch S3 The winning-a-prize sphere detected is 10 count switch S2 by which counting is carried out into one opening-and-closing round. It is added together by the number of winning-a-prize spheres to depend.

[0018] Next, the important section of this invention is explained. the anterior part of the aforementioned pin center, large case 4 -- the pattern display 3 -- surrounding -- making -- an approximate circle -- annular cover -- a member 11 arranges -- having -- **** -- this cover -- the interior of a member 11 serves as the rolling field 12 which constitutes guidance passage (warp root) this cover -- the rebound phenomenon according the game sphere which member 11 order width of face is the width of face which may produce the gap which can pass a game sphere between front windshields (illustration ellipsis), and flows down the game face of a board 2 to a nail (illustration ellipsis) etc. -- minding -- the cover from a front-face side -- it may have comes to flow into the interior of a member 11 moreover, this cover -- the sphere guidance section 13 which becomes a part of inner skin of a member 11 from the long slot which became depressed in the shape of a semicircle is formed along with the cross direction Declination of this sphere guidance section 13 is carried out to the anterior a little, and it enables it to discharge the game sphere which went into the sphere guidance section 13 by this.

[0019] the aforementioned cover -- a member 11, as a rotation drive is carried out on the other hand at **, or a both-way rotation drive is carried out at a right opposite direction so that the position where the sphere guidance section 13 counters the pattern starting field 7 right above may be included by the rotation driving means 14 mentioned later, and shown in drawing 2 I It is made to produce the state where the sphere guidance section 13 shifts from right above [of the pattern starting field 7], and makes difficult a sphere inflow to this pattern starting field 7, and the state where the sphere guidance section 13 counters the pattern starting field 7 right above, and makes easy a sphere inflow to this pattern starting field 7 as shown in drawing 2 RO.

[0020] the gearing 17 which the aforementioned rotation driving means 14 were equipped with the electrical motor 15 as a driving source as shown in drawing 3, and was supported to revolve by the axis of rotation 16 of this electrical motor 15 -- cover -- it has geared with the gearing 18 prepared in the posterior part of a member 11 And by carrying out drive control of the electrical motor 15 by the drive control means constituted by the game control unit 19 mentioned later ***** as the position where the sphere guidance section 13 counters the pattern starting field 7 right above is included cover -- the first operation mode which, on the other hand, carries out the rotation drive of the member 11 at **, or carries out a both-way rotation drive at a right opposite direction, and cover -- it may have comes to

produce alternatively the second operation mode which makes the position where the sphere guidance section 13 counters the pattern starting field 7 right above stop a member 11

[0021] the above-mentioned pattern display 3, change winning-a-prize equipment 9, and cover — the drive control means of a member 11 are constituted by the game control unit 19 (microcomputer system) which consists of a central control unit CPU shown by drawing 4 This central control unit CPU performs drive control in a predetermined procedure, and Storage ROM and the storage RAM which can write required data at any time are connected. Storage ROM — cover, if it is becoming it a great success in the combination of the control program of the electrical motor 15 which carries out the rotation drive of the member 11, the pattern change display program of the pattern display 3, and a specific pattern The probability-changing (probability change) operation which raises the next great success probability of occurrence after the end of the special game operation by the great success, Fixed data, such as a voice generating pattern for generating the control program which performs the reduction-of-working-hours operation which shortens the change time of a pattern till next great success, the control program of the winning-a-prize mouth opening solenoid 20 which opens and closes the lid 10 of change winning-a-prize equipment 9, the sound effect from a loudspeaker, etc., are memorized.

[0022] moreover, 10 count switch S2 for carrying out counting of the number of winning-a-prize spheres to the pattern starting switch S1 prepared in the pattern starting field 7, and change winning-a-prize equipment 9 to a central control unit CPU and the accessory continuation operation switch S3 formed in the specific winning-a-prize field etc. — various switches are connected through input port The sphere detection signal sent out from each of these switches shapes in waveform by the waveform shaping circuit, and is told to a central control unit CPU as input data, and the information is memorized by Storage RAM. The address bus (not shown) which, on the other hand, tells a target the information which specifies the address which write data to be memory is connected to this storage RAM, and a central control unit CPU and Storage ROM and RAM are connected to it by the data bus which exchanges data.

[0023] Furthermore, the pattern display 3 which is controlled through an output port and which was mentioned above, the winning-a-prize mouth opening solenoid 20, an electrical motor 15, and pattern starting storage numeral equipment 6 are connected to a central control unit CPU. In addition, the sound generator outputted to amplifier in response to sound data is connected to the central control unit CPU.

[0024] Next, the operation of the pachinko game machine 1 which consists of the above-mentioned composition is explained. a control drive according [on the usual game state before resulting in great success, and] to drive control means — minding — cover, as the rotation drive of the member 11 is carried out and it is shown in drawing 2 I The state where the sphere guidance section 13 shifts from right above [of the pattern starting field 7], and makes difficult a sphere inflow to

this pattern starting field 7, and the state where the sphere guidance section 13 counters the pattern starting field 7 right above, and makes easy a sphere inflow to this pattern starting field 7 as shown in drawing 2 RO are held at the first operation mode produced by turns. Thereby, the sphere inflow ratio to the pattern starting field 7 can be made low.

[0025] here -- a game sphere -- cover, although it is caudad emitted through a guidance operation of the sphere guidance section 13 after flowing from the front-face side of a member 11 and rolling the internal idling field 12 irregularly Since the movement of the game sphere can be viewed from the front-face side of the pachinko game machine 1 while a game person can make operation which was rich in change of the game sphere perform in the front face of the pattern display 5 which concentrates most and is viewed, the interest nature of a game improves.

[0026] And when a game sphere flows into the pattern starting field 7, it is the pattern starting switch S1. A shell sphere detection signal is sent out and the pattern display 3 drives with the supply of a premium sphere. In addition, as mentioned above, when a game sphere flows into the pattern starting field 7 continuously, it is the pattern starting switch S1. The number of sphere detection to depend is memorized by the starting storage of Storage RAM, and based on the number of storage, the pilot lamp of pattern starting storage numeral equipment 6 lights up one by one, and is suspended a maximum of 4 times. This pilot lamp is switched off whenever a pattern carries out a change start, and the number of storage decreases.

[0027] If the patterns A, B, and C which will be displayed on the pattern display 5 if the pattern display 3 drives as mentioned above start change according to predetermined pattern permutation and it passes more than a predetermined time (for example, about 6.5 seconds), pattern change will stop. And if the hit pattern mode A, B, and C predetermined in the halt pattern, i.e., patterns, becomes the combination of the same pattern, great success will occur and the special game operation of change winning-a-prize equipment 9 will be performed.

[0028] By this special game operation, the winning-a-prize mouth opening solenoid 20 will be in ON state, a lid 10 concentrates ahead, the large winning-a-prize mouth 8 is opened wide, and an opening-and-closing round is started. A predetermined released time (for example, 30 seconds) passes, or one opening-and-closing round is 10 count switch S2 within this predetermined released time. It is continued until winning-a-prize detection of the game sphere of the predetermined number (for example, ten pieces) is made. The winning-a-prize mouth opening solenoid 20 will be in an OFF state after ***, and a lid 10 rotates back, it will be in a standing-up state, the large winning-a-prize mouth 8 is closed, and one round is completed.

[0029] And the sphere passage of a specific winning-a-prize field in the large winning-a-prize mouth 8 by which partition formation was carried out in part to the field is the accessory continuation operation switch S3 in the above-mentioned opening-and-closing round. If detected, the conditions which progress to the next

opening-and-closing round will be satisfied, and the large winning-a-prize mouth 8 will be opened wide again. If this opening-and-closing round is repeated the number of times of predetermined (for example, a maximum of 16 times), the special game operation of change winning-a-prize equipment 9 will be completed.

[0030] Here, when the above-mentioned great success is great success by the combination of a specific pattern, the probability-changing operation which raises the great success probability of occurrence, and the reduction-of-working-hours operation which shortens the change time of a pattern will be performed before next great success. and a control drive according [on such an addition gain game state and] to drive control means — minding — cover — halt control of the member 11 is carried out, and as shown in drawing 1 and drawing 2 RO, the sphere guidance section 13 is held at the second operation mode stopped in the position which counters the pattern starting field 7 right above Thereby, the sphere inflow ratio to the pattern starting field 7 is raised, and it becomes possible to make the number of game spheres which usually flows into the pattern starting field 7 as compared with the time of a game state increase.

[0031] in addition — the above-mentioned example — an electrical motor 15 — a driving source — carrying out — gears 17 and 18 — minding — cover — replacing with this and using a solenoid and a link mechanism, although it is made to carry out the rotation drive of the member 11 — cover — it is also possible to carry out the both-way rotation drive of the member 11 moreover, it is shown in drawing 5 — as — cover — two or more sphere guidance sections 13 can also be formed in the inner skin of a member 11 at intervals of predetermined in this case, cover — on the other hand, the rotation drive of the member 11 will be carried out at ** Moreover, although the above-mentioned example explained the case where this invention was applied to the 1st sort pachinko game machine, this invention is applicable also to the 3rd sort pachinko game machine.

[0032] drawing 6 — the deformation example of this invention — being shown — this example — the anterior part of the pin center, large case 4 — the pattern display 3 — surrounding — making — the approximate circle in which a front-face side to a sphere inflow is [making the interior into the idling field 12] possible — annular cover — it arranges possible [a rotation drive of a member 11], and has the same composition as the aforementioned example except the point that the sphere guidance section 13 is removed

[0033] if it is in this composition — cover — rotating a member 11 to ** on the other hand, or carrying out a both-way rotation drive at a right opposite direction — this cover — the cover which the game sphere which flowed from the front-face side of a member 11 rotates — since it is caudad emitted after rolling the lower inner skin top of a member 11 in different operation from natural rolling, this game sphere can be made to produce interesting operation which was rich in change

[0034]

[Effect of the Invention] As having mentioned above, according to this invention,

there is an outstanding effect which can control the sphere inflow ratio to a pattern starting field according to a game state by being able to change the sphere inflow ratio to a pattern starting field, making high the sphere inflow ratio to a pattern starting field at the time of execution of addition gain game states, such as probability changing and reduction of working hours, and usually making low the sphere inflow ratio to a pattern starting field in a game state.

[0035] moreover, a game sphere — cover, although it is caudad emitted through a guidance operation of the sphere guidance section after flowing from the front-face side of a member and rolling an internal idling field irregularly Since the movement of the game sphere can be viewed from the front-face side of a pachinko game machine while a game person can make operation which was rich in change of the game sphere perform in the front face of the pattern display which concentrates most and is viewed, the interest nature of a game improves.

[0036] Moreover, by using for a covered member what does not possess the sphere guidance section, interesting operation in which the game sphere was rich in change is produced, and the interest of a game improves.

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the front view showing the game face of a board of the pachinko game machine concerning this invention.

[Drawing 2] the cover whose sphere guidance section shows the state where RO counters a pattern starting field right above in the state where, as for I, the sphere guidance section shifted from right above [of a pattern starting field], respectively — it is operation explanatory drawing of a member

[Drawing 3] cover — it is the perspective diagram showing the rotation driving means of a member

[Drawing 4] It is the block circuit diagram showing a game control unit

(microcomputer system).

[Drawing 5] the cover equipped with two or more sphere guidance sections — it is the front view of a member

[Drawing 6] cover concerning a deformation example — it is the front view of a member

[Description of Notations]

- 1 Pachinko Game Machine
- 2 Game Face of a Board
- 3 Pattern Display
- 4 Pin Center,large Case
- 5 Pattern Display
- 7 Pattern Starting Field
- 11 Cover — Member
- 12 Idling Field
- 13 Sphere Guidance Section

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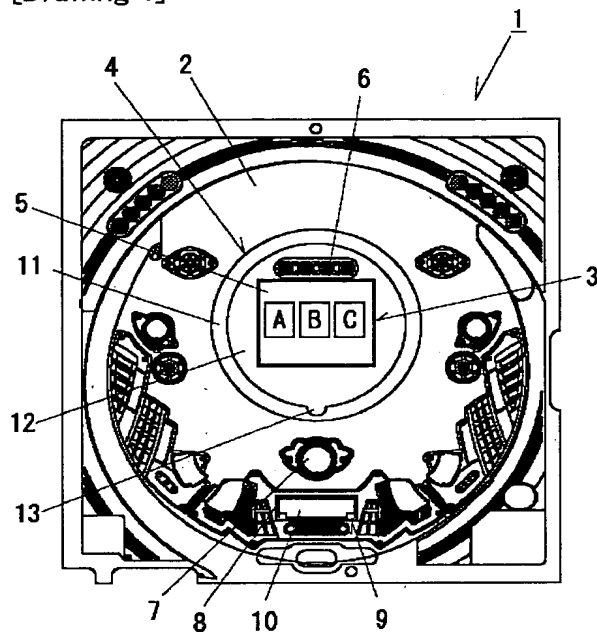
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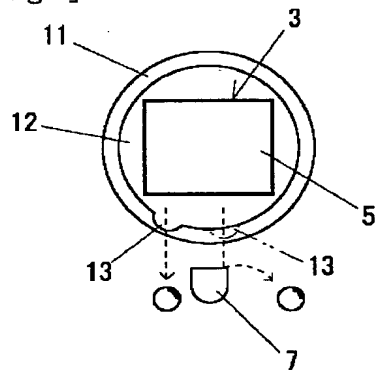
DRAWINGS

[Drawing 1]

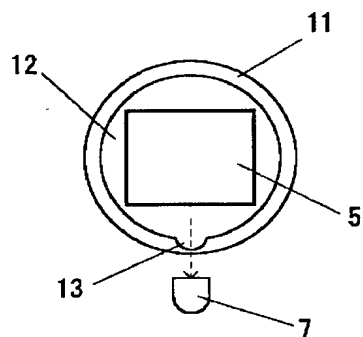


[Drawing 2]

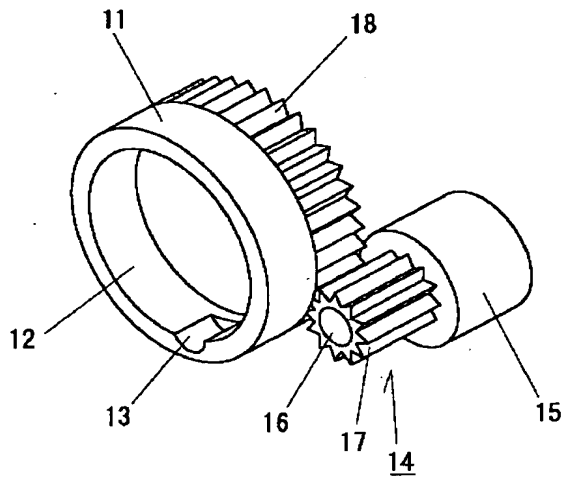
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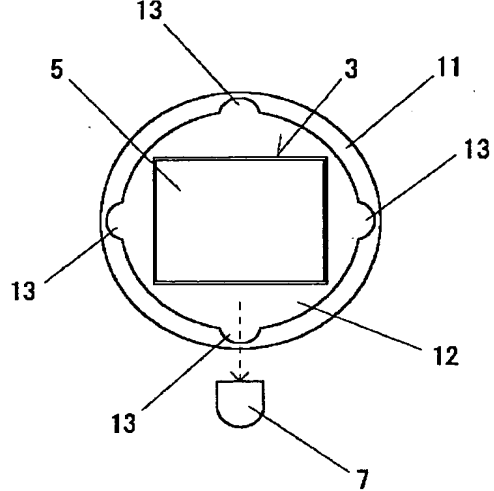
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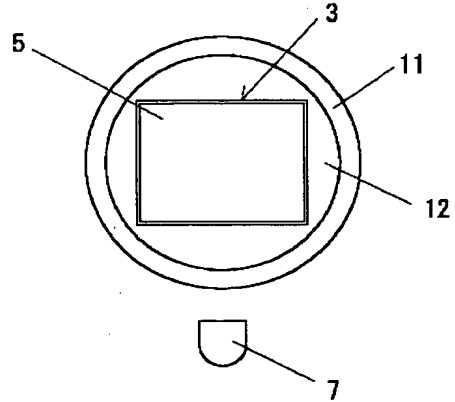
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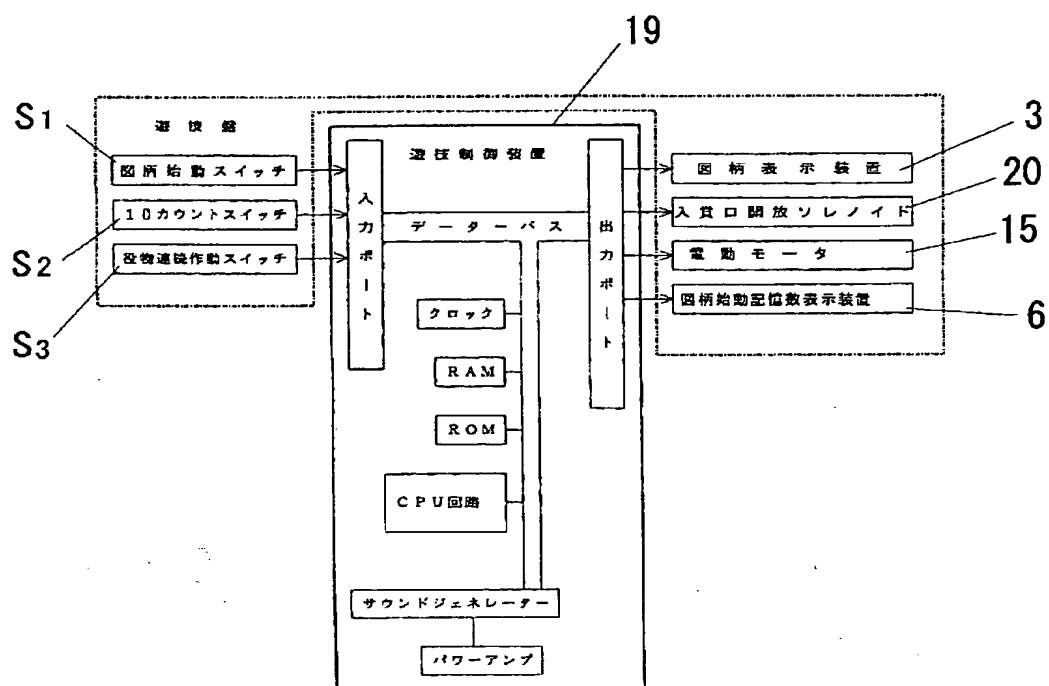
[Drawing 5]



[Drawing 6]



[Drawing 4]



[Translation done.]